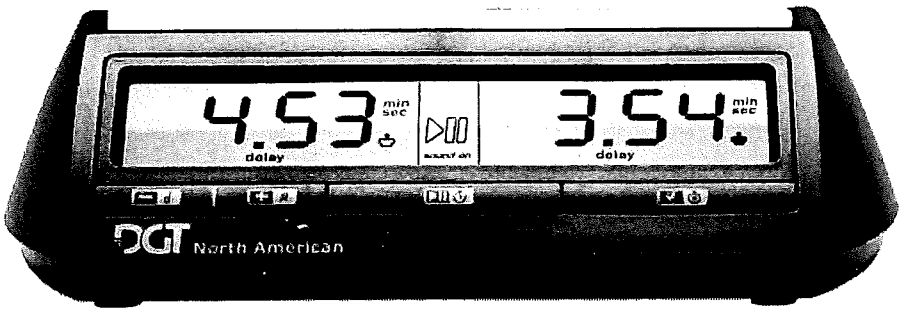


Decrease the blinking number
Enable / disable sound

Increase the blinking number
Show move number

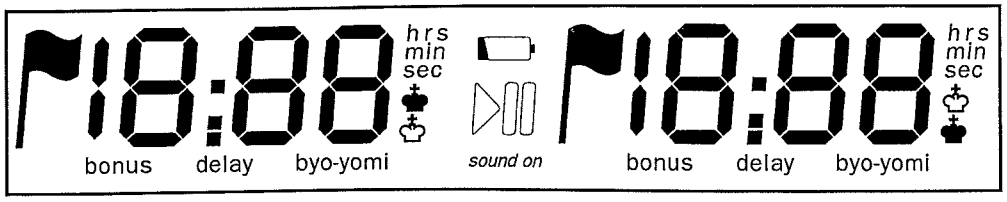
Run / Pause the clock
Time correction after pushing for 3 seconds
Step over manual set

Activate the chosen option number
Accept the desired blinking digit
Check active option number

ON / OFF
(bottom of the clock)

Switch the clock on and off
Reset the clock for the next game

DGT North American Display



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DGT BV PO Box 1295 7500 BG Enschede The Netherlands

Version 2.21 January 2012

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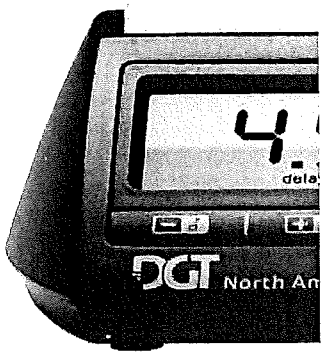

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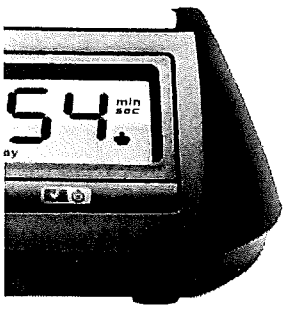

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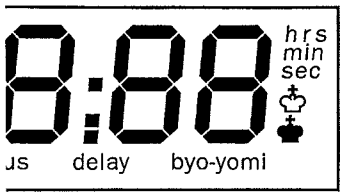

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DGT North American

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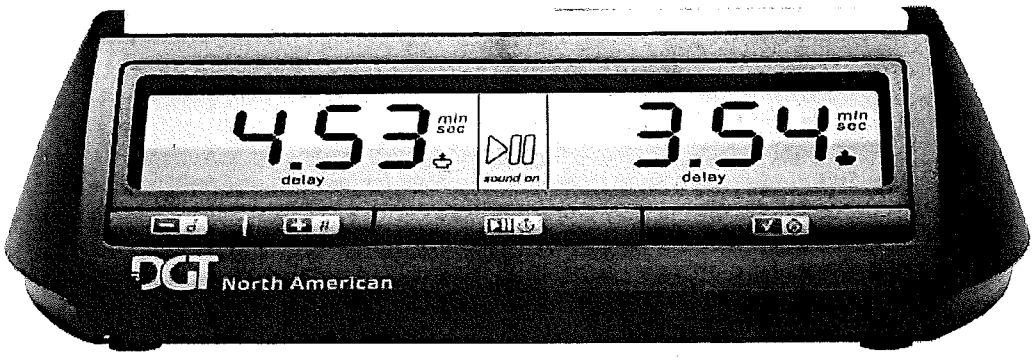
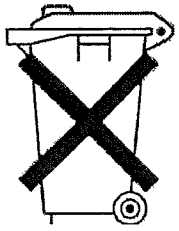


We spared no efforts to make sure that the information in this manual is correct and complete. However no liability is accepted for any errors or omissions. DGT reserves the right to change the specifications of the hardware and software described in this manual without prior notice. No part of this manual may be reproduced, transmitted or translated in any language in any form, by any means, without the prior written permission of DGT.

At the end of life this product must be disposed of separately at an appropriate collection point and not be placed in the normal domestic waste stream.

Batteries should be recycled separately.



ENGLISH

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Overview

This DGT North American C
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manual it will be referred to

The main features are:

- 10 different progran
- Additional manual p
- All 10 manual settin
- 13 pre-programmec
- Move counter for al
- Time and move cou
- Optional sound aler
- Low battery indicati

This product not sui

Timing Functions

Introduction

Time forms a part of every s
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NA offers. It can add an ext

1. One Time Control

This is the simplest way to i
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2. One Time Control

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3. Two Time Control

For an even calmer start, it
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4. One Time Control

A quiet end to a game also
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Overview

This DGT North American Game Timer has been designed to be used as game clock for various two-person board games, especially Chess, Go and Draughts. In this manual it will be referred to as the "DGT NA."

The main features are:

- 10 different programmed functions covering all popular timing standards
- Additional manual programming functionality for all methods
- All 10 manual settings are stored in the clock's memory
- 13 pre-programmed options for quick and ease of use
- Move counter for all options
- Time and move counter correction option during a game
- Optional sound alert to warn for running out of time
- Low battery indication

This product not suitable for children under 5 years old.

Timing Functions

Introduction

Time forms a part of every sport, especially sports such as chess, go, draughts, shogi and Scrabble®. The difference between the players is determined not only by the potential performance level of the individual players but also by the time a player needs in order to reach this level. The more a sport is seen as a measure of performance, the more important it is to limit the time a player needs to make a move. This must be done in a way which is most appropriate for the game and the sport concerned. The DGT NA offers 10 different methods for the timing of a game between two players. While several methods are well-known, others may be less familiar. Several of these methods have been in use for a long time; others are the result of the possibilities offered by modern electronics. Every method has its own charm and has an influence on the manner in which a sport is experienced. The traditional "blitz" game of 5 minutes per person is different from 3 minutes using "Delay" or "Bonus" in which every move attracts an extra 3 seconds of thinking time, although the total thinking time for a game may not be much different. We recommend players experiment with the various methods which the DGT NA offers. It can add an extra dimension to your favorite sport.

1. One Time Control – Rapid and Blitz Games (Options 1 and 2)

This is the simplest way to indicate time. Both players receive one period of time (i.e., there is a single time control with no Delay or Bonus time) in which they must make all moves.

2. One Time Control then Sudden Death (Options 3 and 4)

The first time control is used to play a predetermined number of moves. The second time control, the "Sudden Death" (or "Guillotine" as it is known in Europe) period, is used to complete the game. One Time Control + Sudden Death is similar to "Rapid" and "Blitz" but usually with a slower start. Notice that the sudden death time is added for both players when one player has used all the time in the first time control (not after the completion of, e.g., 40 moves).

3. Two Time Controls then Sudden Death (Options 5 and 6)

For an even calmer start, it is possible to play a game with two time controls before the third time control, the Sudden Death period. Notice that the second and sudden death times are added when one player passes zero (0:00) time.

4. One Time Control then Repeating Time Controls (Options 7 and 8)

A quiet end to a game also has its advantages. The simple traditional (analogue) clock gives the players repeated one-hour periods in which to complete a subsequent number of moves. A digital clock can be set to any period of time for this repeating time control.

5. Bonus ("Fischer" or "Incremental" Mode) Options (Options 9 - 14)

The Bonus method (also referred to as a "Fischer" or "Incremental" Mode) is a timing system in which, for each separate move played- from the first move of the time control in question, bonus time is added to the available time. This method always gives the players the possibility of continuing a game, even when a great deal of time has been spent on earlier moves. It is possible actually to obtain additional thinking time by completing a move in a time which is shorter than the extra time allowed. The total time increases with the bonus time that is not used. Notice that, at the beginning of the game, the bonus time has already been added to the initial time period. In all Bonus options: When a player has used up all the time in the final time control, and no more time is added, the clock stops – for both players – and it is the end of the game. The freezing of the clock in this mode is according to FIDE regulations.

5a. One Time Control then Bonus ("Fischer") (Options 9 and 10)

When the time displayed reaches 0:00 for one of the players, the second time control begins (the "bonus" period) and the time allotted for this second time control is added. The bonus time is added when this time control starts and after the completion of each move.

5b. Two Time Controls then Bonus ("Fischer") (Options 11 and 12)

When the time displayed reaches 0:00 for one of the players, the second or third (the "bonus" period) time control (as the case may be) begins and the time allotted for the each such time control is added. The bonus time is only added in the final time control. It is added when this time control starts and after the completion of each move.

5c. Bonus ("Fischer") Single Time Control (Options 13 and 14)

One time control with bonus time. The bonus time is added to every move from the very outset of the game. When the clock starts, the bonus time is already added for the first move and will be added after the completion of each subsequent move.

5d. Bonus Tournament, up to 4 Time Controls with Bonus time per move ("Fischer") (Options 15 and 16)

As far as the time for thinking is regulated, the bonus tournament method is the most complex. It features up to four time controls in which the bonus time is added for each move. When the time displayed reaches 0:00 during any time control except the last one, the next time control begins and the time allotted for the next time control is added. Option 16 (Bonus tournament, up to 4 Time Controls) allows the programming of 4 different time controls, all with the same bonus time per move. For the first three time controls, a move number can be programmed. If the move number is set to a non-zero number, the time for the next time control is added when a player has finished the programmed number of moves for that period. If the move number is programmed to 0 (zero), the transition to the next period takes place when a player's display indicates 0.00.

> *If a player does not finish the programmed (non-zero) number of moves for a particular time control, when the display indicates 0:00, the blinking flag is shown and the DGT NA stops time counting for both players, indicating that the game has ended, with the player in question having lost the game on time.*

For the correct working of the move counter driven Bonus Tournament option, the players are obliged to correctly stop the clock after each finished move, so that the clock keeps track of the played number of moves.

> *Always ensure that the lever is in the correct position and the player color icons are correct before a game begins.*

6. Delay (Options 17 - 23)

Delay is a simple method to give each player a certain amount of extra time for every move. It is very common in American Swiss System tournaments. When a delay option is used, a player's clock does not start running until the delay interval has passed. Thus, setting a countdown delay of five seconds allows five seconds to go by before a player's clock begins to run. For example, let's assume a player has 18:37 of remaining time on the clock, and the game is being played with a 5-second delay. The opponent moves.

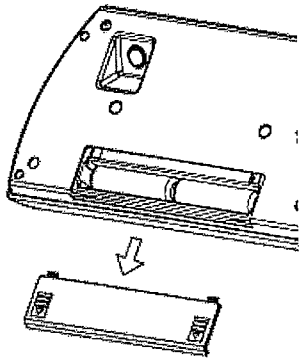
When the opponent finishes immediately beginning to tic the delay – before the clock blinks in the display once pe "delay" stops blinking on As per USCF regulations, ir a player has run out of time his clock, the other player's possible for both sides to er

Operation of the

1. Batteries

The DGT NA requires 2 AA alkaline batteries which ma your timer for a long period, damage caused by possible appears on the timer displa appears, the batteries still c completed. In case of a mal

Replacing the batteries:
Remove the battery cover a



Insert the new batteries witl
Place back the battery cove
Dispose of the old battery a

Non-rechargeab are to be remove batteries are onl batteries or new inserted with the the product. The

2. Turning on the DC

Switch the timer on and off ON/OFF button is placed o clock.

3. Choosing an Opti

When you switch on the tir selected. Press the ▬d o 23 the display returns to 01 of the timer.

4. Activating an Opt

When the option number yc pressing the ✓ button. option. You can now begin Section 9, Manual Settings

Options (Options 9 - 14)

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elay. The opponent moves.

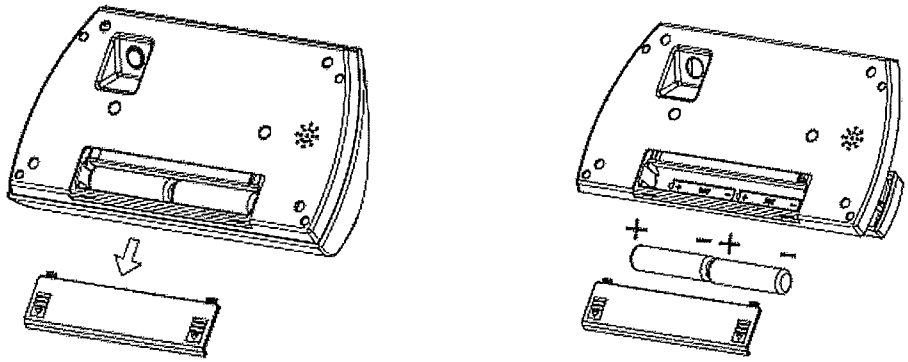
When the opponent finishes the move by pressing the clock lever, instead of the display immediately beginning to tick down (18:36, 18:35, etc.), there is a five-second period – the delay – before the clock is activated. During the delay time, the word "delay" blinks in the display once per second. When the delay time has passed the word "delay" stops blinking on the display and the clock starts counting down.
As per USCF regulations, in delay mode, the clock will not show the blinking flag when a player has run out of time in the final period. When the player with no time left stops his clock, the other player's clock will resume counting down. This way it may be possible for both sides to end with zero time and a non-blinking flag.

Operation of the DGT NA

1. Batteries

The DGT NA requires 2 AA (penlight) batteries. We recommend low self-discharging alkaline batteries which may last many years of normal use. If you do not plan to use your timer for a long period, we recommend that you remove the batteries to avoid damage caused by possible leaking of the batteries. If the Low Battery symbol appears on the timer display, the batteries need replacement. When this message first appears, the batteries still contain enough energy to allow the current game to be completed. In case of a malfunction, first remove, then reinsert the batteries.

Replacing the batteries:
Remove the battery cover and the old batteries.



Insert the new batteries with the "+" side pointing as in the drawing.
Place back the battery cover.
Dispose of the old battery as .rescribed in your country or region.

Non-rechargeable batteries are not to be recharged; Rechargeable batteries are to be removed from the product before being charged; Rechargeable batteries are only to be charged under adult supervision; Different types of batteries or new and used batteries are not to be mixed; Batteries are to be inserted with the correct polarity; Exhausted batteries are to be removed from the product. The supply terminals are not to be short-circuited.

2. Turning on the DGT NA

Switch the timer on and off with the ON/OFF button on the bottom of the timer. The ON/OFF button is placed on the bottom, recessed to avoid unintentional resetting of the clock.

3. Choosing an Option Number

When you switch on the timer, the display initially shows the option that was last selected. Press the − or + button to cycle through the 23 options. After number 23 the display returns to 01. A numbered list of all options may be found on the bottom of the timer.

4. Activating an Option Number

When the option number you want appears on the display, select and activate it by pressing the ✓ button. The display then shows the default starting time for that option. You can now begin your game. If you selected a manual set option refer to Section 9, Manual Settings.

5. Starting a Game

When you have selected an option with a pre-programmed setting, make sure that the lever is up for the player who will be white. The player color is indicated with the ♔/♚ symbol on the display. Now start the game, and the timer, by pressing the ▶|| button in the middle. Starting the DGT NA at the beginning of the game with the proper player designated as white will keep an accurate record of the move numbers, something that may be especially important in the Bonus Tournament options.

6. Temporarily Stopping the Timer

During the course of a game you can temporarily stop the timer by quickly pressing the ▶|| button. Restart the timer by pressing the ▶|| button again (pressing longer than 2 seconds starts the time correction procedure, cf. section 8).

7. Audible Signal

The DGT NA can give audible signals near the end of a time control. When this function is on, it will give a short beep 10 seconds before every time control and also for each of the last 5 seconds of the time control. At the last second before time control, a full second beep sounds. However, the audible signal is given only when the "sound on" icon is visible on the display. The sound function can be switched on or off by pressing − button while the clock is stopped. All the options have the sound off by default.

8. Time and Move Counter Correction

During a game you can change the time that is currently displayed. Hold the ▶|| button for two seconds until the far left display digit starts blinking. Now the times of both players can be corrected, digit by digit. To change the blinking digit, press the − or + button. Press the ✓ button to move to the next digit. After the player's time, the move counter can be corrected: decrease or increase by pressing the − or + button. When the value is correct, press ✓. Now press ▶|| to restart the timer to resume the countdown based on the corrected times. See section 18, "Adjusting the time" for specific aspects of some options.

9. Manual Settings

Each timing method has an option number to allow manual setting of all the method parameters. After selecting a manual option number (e.g., option 04 for Time + Sudden Death) the parameters for this method must be set, digit-by-digit.

First, the main time control for each player must be set. After this, a number of parameters follow, depending on the selected option. See the table below for the manual set parameters for all manual options.

Change the currently blinking digit with the − or + button. When the desired digit appears, press ✓. This causes the next digit to start flashing. If you don't want to change a digit, just press ✓.

When you have finished entering all the parameters the display will show the Pause symbol > || and both players' clock times. Now the clock can be started: refer to Operation paragraph 5 for further instructions.

10. Parameters that need to be programmed for manual settings

The zeros in below list are displayed when the clock is not previously programmed or reset.
When setting the clock, first the hours and minutes are set, separated by a colon (:).
After this the display will change to allow setting of the seconds preceded by a period (.)
In this table hours:minutes.seconds are shown in one line as 0:00.00.

All these digits can be char
even after the clock is switc
Notice that the main Time (
Seconds.

Option	Name
02	One Time Control
04	One Time Control fb. Sudden Death
06	Two Time Controls fb. Sudden Death
08	One Time Control fb. repeating Time Control
10	One Time Control fb. Sudden Death with Bonus time per move ("Fischer")
12	Two Time Controls fb. Sudden Death with Bonus time per move ("Fischer")
14	One Time Control with Bonus time per move ("Fischer")
16	Up to 4 Time Controls, with Bonus time per move ("Fischer")
20	One Time Control with Delay
23	Delay (up to 3 Time Controls)

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· is indicated with the ♔/♚
ɔy pressing the ⏯ button
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3).

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play will show the Pause
n be started: refer to

r manual settings

previously programmed or

separated by a colon (:).
ɔnds preceded by a period (.)
is 0:00.00.

All these digits can be changed with the + or − button and will keep their value even after the clock is switched off or other options are chosen.
Notice that the main Time Control settings must be given in Hours, Minutes and and Seconds.

Option	Name	Display Left	Display Right	Settings
02	One Time Control	0:00.00	0:00.00	Left-hand and right-hand player time, first hours:minutes, then .seconds
04	One Time Control fb. Sudden Death	0:00.00	0:00.00	First Time Control left-hand and right-hand time, first hours:minutes, then .seconds
		2	0:00.00	Sudden Death Time Control for each player, first hours:minutes, then .seconds
06	Two Time Controls fb. Sudden Death	0:00.00	0:00.00	First Time Control left-hand and right-hand time
		2	0:00.00	Second Time Control time for each player
		3	0:00.00	Sudden Death Time Control for each player
08	One Time Control fb. repeating Time Controls		0:00.00	First Time Control left-hand and right-hand time
		2	0:00.00	Repeating Time Control time for each player
10	One Time Control fb. Sudden Death with Bonus time per move ("Fischer")	0:00.00	0:00.00	First Time Control left-hand and right-hand time
		2 bonus	0:00.00	Second Time Control time for each player
		2 bonus	0.00	Second Time Control bonus time per move for each player
12	Two Time Controls fb. Sudden Death with Bonus time per move ("Fischer")	0:00.00	0:00.00	First Time Control left-hand and right-hand time
		2	0:00.00	Second Time Control time for each player
		3 bonus	0:00.00	Third Time Control time for each player
		3 bonus	0.00	Third Time Control bonus time per move for each player
14	One Time Control with Bonus time per move ("Fischer")	0:00.00	0:00.00	First Time Control left-hand and right-hand time, the bonus icon is displayed in all settings
		0.00		Bonus time per move for left-hand player
			0.00	Bonus time per move for right-hand player
16	Up to 4 Time Controls, with Bonus time per move ("Fischer")	0:00.00	0:00.00	First Time Control left-hand and right-hand time, the bonus icon is displayed in all settings
			0.00	Bonus time per move for each player, all Time Controls
		1	00	Number of moves in the 1st Time Control
		2	0:00.00	2nd Time Control time for each player
		2	00	Number of moves in the 2nd Time Control
		3	0:00.00	Third Time Control time for each player
		3	00	Number of moves in the 3rd Time Control
		4	0:00.00	Fourth Time Control time for each player
20	One Time Control with Delay	0:00.00	0:00.00	Left-hand and right-hand player time
		delay	0.00	Both player's delay time per move
23	Delay (up to 3 Time Controls)	0:00.00	0:00.00	First Time Control left-hand and right-hand time, the delay icon is displayed in all settings
		1	0.00	First Time Control delay time per move for each player
		2	0:00.00	Second Time Control time for each player
		2	0.00	Second Time Control delay time per move for each player
		3	0:00.00	Third Time Control time for each player
		3	0.00	Third Time Control delay time per move for each player

When manual set or time correction is chosen it is possible to skip the number-by-number entry of the values by pressing the ⏯ button when the first digit is flashing. The parameters stay unchanged and the clock will show > || and is ready to be started.

11. Display Symbols

In addition to the digits the timer's display shows the following symbols:

Symbol	Meaning
	Indicates that the batteries must be changed.
bonus	Indicates that a Bonus period is active.
delay	Indicates that a Delay period is active.
	The interim flag; Indicates that this player has first gone to the next time period. Disappears after 5 minutes.
 blinking	The (flashing) ultimate flag; Indicates a player who has run out of time.
hrs *min*	Indicates that the times displayed are in hours and minutes. A colon separates the hour and minutes digits (for instance 1:45 or 0:25).
min *sec*	Indicates that the times displayed are in hours and minutes. Indicates that the times displayed are in minutes and seconds. A dot separates the minutes and seconds digits (for instance 17.55 or 4.06).
sound on	Indicates that the sound function is active, and the clock will beep when approaching zero time.
	Indicates that the clock is paused, either ready for the first start, or paused.
	Indicates that the clock is running.
♔/♚	Indicates the player color.

12. Time Display

With 20 minutes or more remaining, the DGT NA displays hours and minutes. The icons "hrs" and "min" are visible. With less than 20 minutes remaining, the clock displays minutes and seconds, and the icons "min" and "sec" are visible.

The maximum displayable time is 9:59:59. Attempting to enter more time simply results in 9:59:59 being displayed.

13. Checking the Option Number

During a game, you may check the selected option number without interrupting any clock function. To do this press, the ✓ button.

14. The Move Counter

The clock keeps track of the number of moves that have been completed. When starting a new game the move counter has the value 0 (zero). The move counter changes when the black player (see the ♔/♚ icons on the display) has completed a move.

15. Checking the Mo

When the clock is running
+ button. The running

16. Quick Setting Us

For fast operation, you car
will repeat.

17. Adjusting the Tin

If you make a time correcti
the clock will assume that
still in effect. So when, for
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however, offers the possib
move numbers for each tin
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calculated from that point.

18. Manual Settings

Parameters are saved in e
are removed. If, after a ma
option is selected again, th
section 10 for a quick way

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Manually setting
Notice that whe
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19. Care and Cleanin

Your DGT NA is a durable,
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20 Warranty conditi

DGT guarantees that your
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For warranty coverage on
warranty card (page 28) to
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in hours and minutes. A ɜ digits (for instance 1:45 or
in hours and minutes. in minutes and seconds. A ds digits (for instance 17.55
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ıer ready for the first start, or

ıours and minutes. The icons
ıaining, the clock displays
visible.

ter more time simply results

without interrupting any

en completed. When starting
ıove counter changes when
ɔompleted a move.

15. Checking the Move Number

When the clock is running or paused, you may see the move number by pressing the [+#] button. The running clock is not interrupted by this action.

16. Quick Setting Using Auto Repeat

For fast operation, you can hold the [−♪], [+#] or [✓⏱] buttons. After a second, they will repeat.

17. Adjusting the Time

If you make a time correction while using an option with multiple time periods, normally the clock will assume that the same period that was being used before the correction is still in effect. So when, for example, during option 9, in time control 2 (Bonus), the time is corrected to 1 hour the bonus method will stay active. Bonus tournament (option 16) however, offers the possibility to allot a number of moves for each time control. If the move numbers for each time control are programmed to a non-zero number then, during a time correction, the move number can be changed and the correct period is calculated from that point.

18. Manual Settings

Parameters are saved in every manual set option until you change them or the batteries are removed. If, after a manual set option, the game is ended and the same manual set option is selected again, the parameters from the previous setting are saved. See section 10 for a quick way to start the new game.

If in a multiple time control setting, a period is programmed with zero period time, this period and the following periods are skipped during the game. When a time control is programmed with a zero value for thinking time, no further parameters can be set for this and any subsequent time controls.

> *Manually setting option 16: Bonus tournament is the most advanced option. Notice that when the move number for a time control is programmed zero, that period will end when a player runs through zero time. If zero moves are programmed for a time control in option 16, all subsequent time controls will also be set to zero moves automatically. These subsequent period move numbers cannot be set to non-zero value.*

19. Care and Cleaning

Your DGT NA is a durable, well-made product. If you treat it with reasonable care it should give you years of trouble-free performance. To clean the clock, use only a slightly-moistened soft cloth. Do not use abrasive cleansers.

20 Warranty conditions

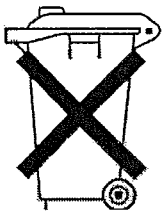
DGT guarantees that your digital chess clock complies with the highest quality standards. If your DGT North American – despite our care in choosing components and material, production and transport – nevertheless may show a defect during the first two years after purchase, you should contact the retailer who sold it to you.

For warranty coverage on your new DGT North American, you should present the warranty card (page 28) together with proof of purchase. This condition of warranty is only valid if the DGT North American has been used in a reasonably prudent manner as it is intended to be used. This warranty shall not apply if the clock has been misused or if any unauthorized repair attempts have been undertaken without express written consent from the manufacturer.

21. Technical Specifications

Batteries:	Two AA-size (alkaline recommended; current consumption 2 uA when off, 10 uA when on (battery life approx. 10 yrs.)
Accuracy:	within 1 second per hour
Housing:	ABS plastic
Display:	1' x 5-3/8'
Weight:	8.6 oz. (with 2-AA batteries installed)

CE The DGT NA complies with EN 50081-1:1991 and EN50082-1:1991 regulations. The product complies with the RoHS directive EU/2002/95/EC



This equipment is marked with the recycling symbol. It means that at the end of the life of the equipment you must dispose of it separately at an appropriate collection point and not place it in the normal domestic unsorted waste stream. This will benefit the environment for all.

FRANÇAIS

Vue d'ensemble

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3. Deux périodes
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5. Options Incrém
5a. Une période Te
5b. Deux périodes
5c. Incrément ("Fis
5d. Incrément Tour
6. Délai (Options

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2. Allumer la DGT
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5. Commencer un
6. Mettre la Pendu
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